

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S22	81	("3947833" "3970841" "4175860" "4385322" "4620318" "4639768" "4646229" "4661986" "4667221" "4682300" "4685146" "4692806" "4703514" "4706296" "4835532" "4847688" "4849746" "4858000" "4864394" "4868766" "4870692" "5058042" "5063603" "5067014" "5133070" "5134473" "5140416" "5210799" "5212544" "5259040" "5260791" "5270756" "5296926" "5307456" "5325449" "5355450" "5414806" "5455775" "5473364" "5479597" "5488674" "5511153" "5577190" "5588104" "5588139" "5596687" "5619628" "5696892" "5748199" "5790124" "5841439" "5850352" "5864342").PN. OR ("6160907").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2007/05/29 13:18
S24	26	S23 and virtual	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/05/29 13:20
S23	81	S22 and (@ad<"20040121" or @rlad<"20040121")	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/05/29 13:20
S25	267	("4805134" "4875186" "4937825" "5007017" "5041966" "5043884" "5043938" "5088032" "5134560" "5148154").PN. OR ("5307456").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2007/05/29 17:37
S26	267	S25 and (@ad<"20040121" or @rlad<"20040121")	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/05/29 17:38
S27	15	S26 and (virtual NEAR6 (display or screen or window))	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/05/29 17:40
S28	0	S26 and (virtual NEAR6 (display or screen or window) and (real\$life))	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/05/29 17:41

6/18/07 *[Signature]*

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S30	5	S26 and (video NEAR6 conference)	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/05/29 17:46
S32	66	S31 and virtual	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/05/29 17:49
S31	110	S26 and (real\$life or real\$time)	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/05/29 17:49
S19	25	S18 and (@ad<"20040121" or @rlad<"20040121")	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/06/18 17:55
L2	1034	L1 and (@ad<"20040121" or @rlad<"20040121")	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/06/18 17:55
L1	1209	(715/500.1).CCLS.	US-PGPUB; USPAT; JPO; DERWENT	OR	OFF	2007/06/18 17:55
S29	5	S26 and (virtual NEAR6 (display or screen or window) and (real\$life or real\$time))	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/06/18 17:56
L3	17	L2 and (virtual NEAR6 (display or screen or window) and (real\$life or real\$time))	US-PGPUB; USPAT; JPO; DERWENT	OR	ON	2007/06/18 17:56


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 Terms used virtual reality and multimedia

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1 [Virtual reality and interactive theaters: Learning by doing and learning through play:](#)

☒ [an exploration of interactivity in virtual environments for children](#)

Maria Roussou

 January 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 1

Publisher: ACM Press

 Full text available: ☒ pdf(264.91 KB) [Additional Information: full citation, abstract, citations](#)

The development of interactive, participatory, multisensory environments that combine the physical with the virtual comes as a natural continuation to the computer game industrys constant race for more exciting user experiences. Specialized theme parks and various other leisure and entertainment centers worldwide are embracing the interactive promise that games have made users expect. This is not a trend limited to the entertainment domain; non-formal learning environments for children a ...

2 [Virtual world content creation & management -- II: Dynamic creation of interactive](#)

☒ [mixed reality presentations](#)

Krzysztof Walczak, Rafal Wojciechowski

 November 2005 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '05**

Publisher: ACM Press

 Full text available: ☒ pdf(2.59 MB) [Additional Information: full citation, abstract, references, index terms](#)

In this paper, we describe a method of dynamic creation of interactive presentations for Mixed Reality environments. The presentations are created automatically for collections of multimedia objects arbitrarily arranged in virtual presentation spaces stored in a database. Users can navigate between the spaces using Web and 3D multimedia contents. The objects in each space are presented through a presentation template, which determines both the visualization and the interaction aspects of the pre ...

Keywords: VRML, X?VRML, interaction scenarios, mixed reality, virtual reality

3 [Session F4: VR collaboration and applications: Advanced virtual reality technologies for surveillance and security applications](#)

Renaud Ott, Mario Gutiérrez, Daniel Thalmann, Frédéric Vexo

 June 2006 **Proceedings of the 2006 ACM international conference on Virtual reality continuum and its applications VRCIA '06**

Publisher: ACM Press